FIRST COMICS
SEPT. $1.00
NO. 6
$1.25 CANADA
WARP
TODAY--
THE
CRYSTAL
TOMORROW--
THE
WORLD!
BRYNNER
© FIRST COMICS, INC. 1983

FIRST NOTES

ONE PLUG, FREE OF CHARGE

For quite some time now, "we" (the editorial staff of First Comics) have been fans and close followers of the burgeoning comics explosion in England, with 2000 A.D. and talents like Brian Bolland, Dave Gibbons, Mike McMahon, and John Wagner. Then old-time U.K. fan Dez Skinn came out with a monthly black and white comics magazine that captured all that energy and compressed it into about 48 tremendously exciting pages.

The magazine is called Warrior, and it carries about a half-dozen regular features, mostly of a science-fiction/heroic nature. It carries some of the most interesting writing and art we've seen in an anthology title, particularly the writing of Mr. Alan Moore, a man I've never met but really wish lived across the street from our offices.

Quite a few comics specialty shops — possibly the place where you picked up this comic book — carry Warrior. If you are a serious comics fan, or just a person who enjoys exciting and unusual stories, you owe it to yourself to check this one out.

Rick Obadiah, Publisher

Mike Gold, Managing Editor
Joe Staton, Art Director
Rick Oliver, Associate Editor
Bruce Patterson, Production Coordinator

Richard Felber, Business Manager
Kathy Kotsivas, Office Manager

WARP™ Vol. 1, No. 6, September 1983. Published by FIRST COMICS, INC., Mike Gold, President; Rick Obadiah, Secretary; Richard Felber, Treasurer; Kenneth F. Levin and Ralph C. Musicant, Directors. OFFICE OF PUBLICATION: 1014 Davis Street, Evanston, IL 60201. Published monthly, including Warp specials.

Copyright © 1983 First Comics, Inc. All rights reserved.

Price: $1.00 in the U.S., $1.25 in Canada. Subscription rates for twelve issues: $11.00 in the U.S., $13.75 in Canada, and $27.00 foreign rate. All payments must be in U.S. funds.

The stories, characters and incidents mentioned in this publication are entirely fictional. No actual persons, living or dead, without satiric content are intended or should be inferred. Warp, Lord Cumulus, Chaos — Prince of Madness, Luguibands, Sargon — Mistress of War, Valaria, Symax, Xander, The Faceless Ones, and all prominent characters featured in this issue are trademarks of First Comics, Inc.

Printed in the U.S.A. by World Color Press. Engraved by Post Graphics. Do not remove under penalty of obscure, intergalactic law. Second-class postage pending at Evanston, IL and additional mailing offices. POSTMASTER: Send address changes to First Comics, Inc., 1014 Davis St., Evanston, IL 60201.

A FIRST COMICS PUBLISHING PRODUCTION

ANOTHER PLUG, ALSO FREE

Ever since comics fandom was knee-high to a grasshopper, one of the dominant themes in the 'zines has been "how can we expand the horizons of comics — how can we do something new, that appeals to us on a higher intellectual level?" Those of us who do not speak Japanese or the European tongues have been left out; *those* guys have been able to write comics to an older audience for decades now.

One of the most impressive — and most important — efforts has been the Barefoot Gen saga — Keiji Nakazawa's semi-autobiographical story of the bombing of Hiroshima, how it affected its citizens, how it changed the world for evermore. Barefoot Gen runs (I'm told) some 12000 pages — the first 600 of which have been reprinted in English in two volumes.

Recently, Educomics (Box 40246, San Francisco, CA 94140) reprinted Nakazawa's I Saw It, his 46 page story of his own experiences living through the Hiroshima bombing. I Saw It is one of the most gripping stories ever to be told in the comics format; Nakazawa is a master storyteller, and his story is one of the most important of the 20th century.

AND A THIRD PLUG

Marvel editor-in-chief Jim Shooter said, "I never read Steve Canyon . . . After I joined Marvel's editorial staff in 1976, I began hearing that name, Milton Caniff, virtually every day." Caniff has been acknowledged as one of the true masters of the comic art form, yet a man as learned and as experienced as Jim Shooter was not able to see his work.

That is the central problem with the study of comic strips: they aren't as accessible as comic books. Steve Canyon might be in several hundred newspapers — and it is — but if it isn't in your city, or in the paper you happen to read every day, you miss out.

Denis Kitchen, who seems to be making a living out of late 1940's comics, once again has come to our rescue by publishing the first issue of Milton Caniff's Steve Canyon Magazine, a 64 page black-and-white quarterly, the first issues of which reprints (from proofs or original art) the first four months of the famous comic strip.

Giving credit where credit is due, the magazine is the brain-child of Shel Dorf, who edits the publication, who letters Steve Canyon, who is one of the organizers of the San Diego comic art convention, and who is a well-known interviewer for the fan press. The Steve Canyon Magazine is a labor of love for Shel; it shows.

FAMILY ALBUM

Keep an eye peeled (jeez, what a disgusting concept) for the first of four books from Bantam paperbacks, entitled "Be An Interplanetary Spy." The book just might be the first role-playing game in comics-related format, and is interesting as such; but as far as we're concerned, it is far more interesting because of the guys who were responsible for the illustrative aspects of this series: Marc Hempel and Mark Wheatley.

If you don't read Heavy Metal or Epic Illustrated, you might not be familiar with Marc and Mark; but if you are a follower of First Comics, you're going to become quite familiar with their work. Starting this fall.

I'll say no more.

A whole bunch of us are going to be at the first annual St. Louis comic book convention next month — the weekend of June 18 and 19 — and we'll be glad to meet you there. The convention's guest of honor will be Mike Grell, who will be joined by Joe Staton, Rick Burchett, and an editor named . . .

— Mike Gold.

ON SALE NOW

Jon Sable, Freelance #4: The origin story continues, this month focusing in on the story behind Jon Sable's battlemask and our hero's entry into the masked manhunter business. "Battlemask: The Origin, Part Two" was written and drawn by **Mike Grell,** who also turned in the cover.

ALSO FIRST IN MAY

E-Man #6: If you think you've finally achieved a complete understanding of **E-Man,** if you think you know all about **E-Man** . . . well, you're wrong! "Feed Me!" starts the most powerful **E-Man** saga ever — all from writer **Martin Pasko,** penciller **Joe Staton,** and inker **Rick Burchett.** Plus: **Fred Hembeck** puts his two cents in! Cover by **Staton.**

Starslayer #8: Concluding the post-Earth saga, Torin Mac Quillon decides to go back home — to an Earth he knows to be destroyed! "The Raptor Is A Bird of Prey," from writer/breakdown artist **Mike Grell,** penciller **Lenin Delsol,** and inker **Mike Gustovich.** Cover by **Grell.** Oh, yes: in case you didn't notice, **Starslayer's** now being published *monthly!*

WARP
PART SIX
TODAY, THE CRYSTAL...
THE ATTACK OF XANDER THE UNCONQUERABLE ON THE CITY OF FEN-RA HAS BEGUN--AND THE FIRST CASUALITY OF THE WAR HAS BEEN THE SORCERESS WHO GAVE HIM BIRTH: THE INSECT QUEEN, VALARIA.
AND AS THE ENERGIES OF XANDER CIRCLE AGAINST THE SHIELDS OF THE CITY, A SOMBRE TRIO PAYS HER TRIBUTE: HER SISTER, SARDON, MISTRESS OF WAR; LORD CUMULUS, CHAMPION OF FEN-RA; AND HIS BROTHER, CHAOS, PRINCE OF MADNESS!
FRANK BRUNNER · ADAPTATION/PENCILS
PETER GILLIS · SCRIPT
MIKE GUSTOVICH · INKS
KEN BRUZENAK · LETTERS
JANICE COHEN · COLORS
MIKE GOLD · EDITOR
BASED ON THE PLAYS BY
STUART GORDON AND BURY ST. EDMUND

BY YOUR LEAVE, MY LORD, I WILL REMOVE THE DECEASED. YOU WILL FIND LUGULBANDA IN THE GREAT HALL.
QUICKLY! WE MUST CONFER WITH HIM BEFORE IT'S TOO LATE!
A GOOD IDEA, SARGON-- EXCEPT FOR THE FACT THAT OUR WIZARD IS STILL OUT TO LUNCH!*
* SEE LAST ISSUE--M.G.
WE MUST AWAKEN HIM, SARGON! BUT HOW?
COME ON, FATHEAD. WAKE UP! IF YOU DON'T COME OUT NOW, YOU MAY NOT HAVE ANOTHER CHANCE!
UNFORTUNATELY, THESE TRANCES ARE UNASSAILABLE FROM WITHOUT.

IT'S XANDER! HE'S TRYING TO GET THROUGH THE SHIELDS!
BLAM
HE'S TESTING THE BARRIERS FOR WEAK SPOTS. STANDARD MILITARY PROCEDURE.
TRYING, CUMULUS?
THAT WAS MORE THAN A TEST, PUSS-IN-BOOTS- BUT IT DOESN'T SEEM TO HAVE AFFECTED OUR FLOATING DODO HERE!!
FA-WOOM
HOLY--!
THE EXPLOSIONS- THEY'VE STOPPED!
WONDERFUL! THE EARS OF A HAWK!
BUT NOW-- I HEAR--MUSIC?
3

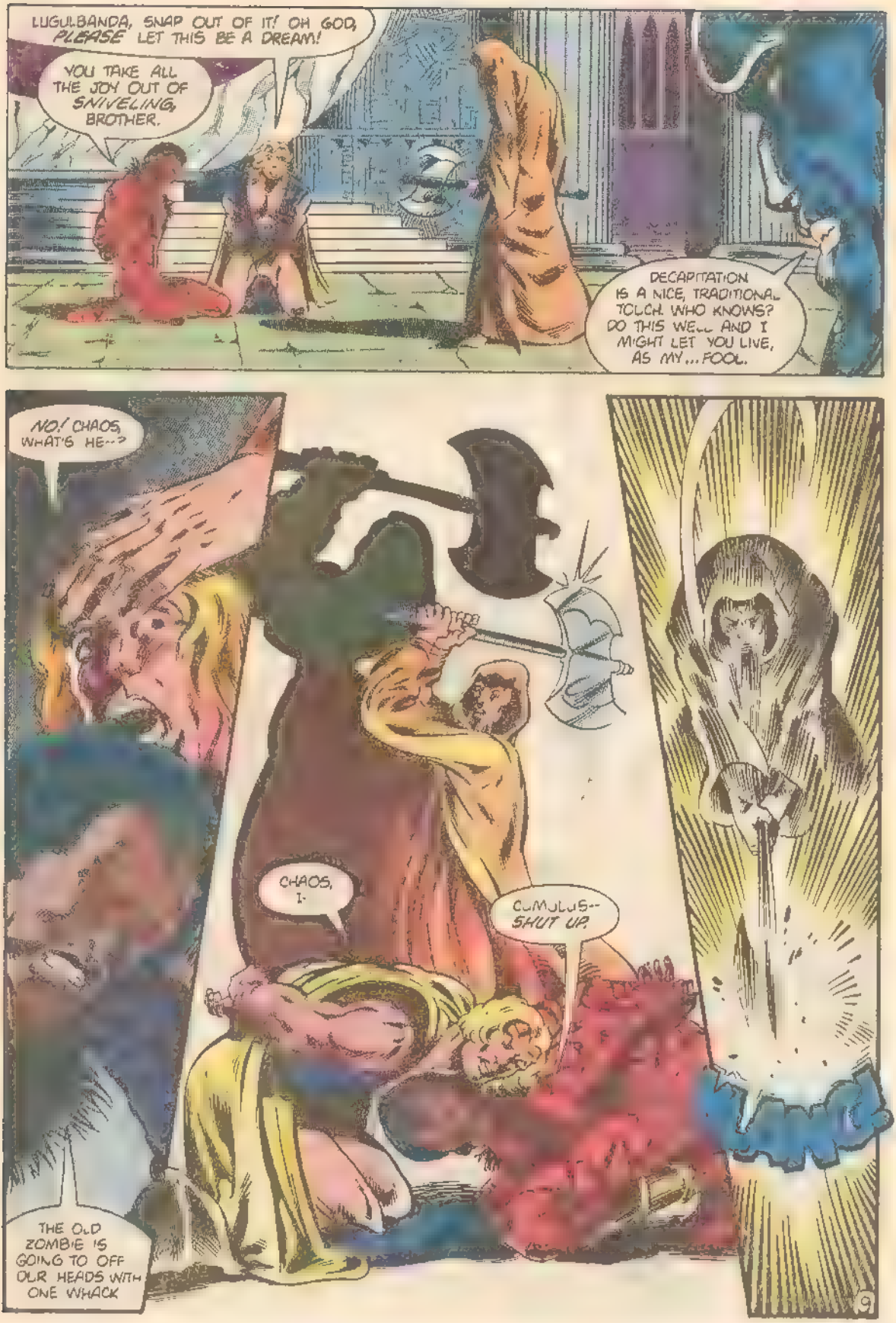
NO-- IT CAN'T BE!
IT'S LUGUL-BANDA'S KEY TO UNLOCK THE SACRED SHIELD OF THE CRYSTAL-- A MELODY ONLY HE KNOWS IN FULL!
THEN--XANDER HAS PENETRATED THE MIND OF KNOWLEDGE INCARNATE!
--WHICH ALSO MEANS HIS MENTAL PRESENCE IS WITH US NOW, IN THIS CHAMBER!
GOOD POINT--
--PREY!!
SARGON?
NO! YOU'RE NOT SARGON!
DROP IT!!

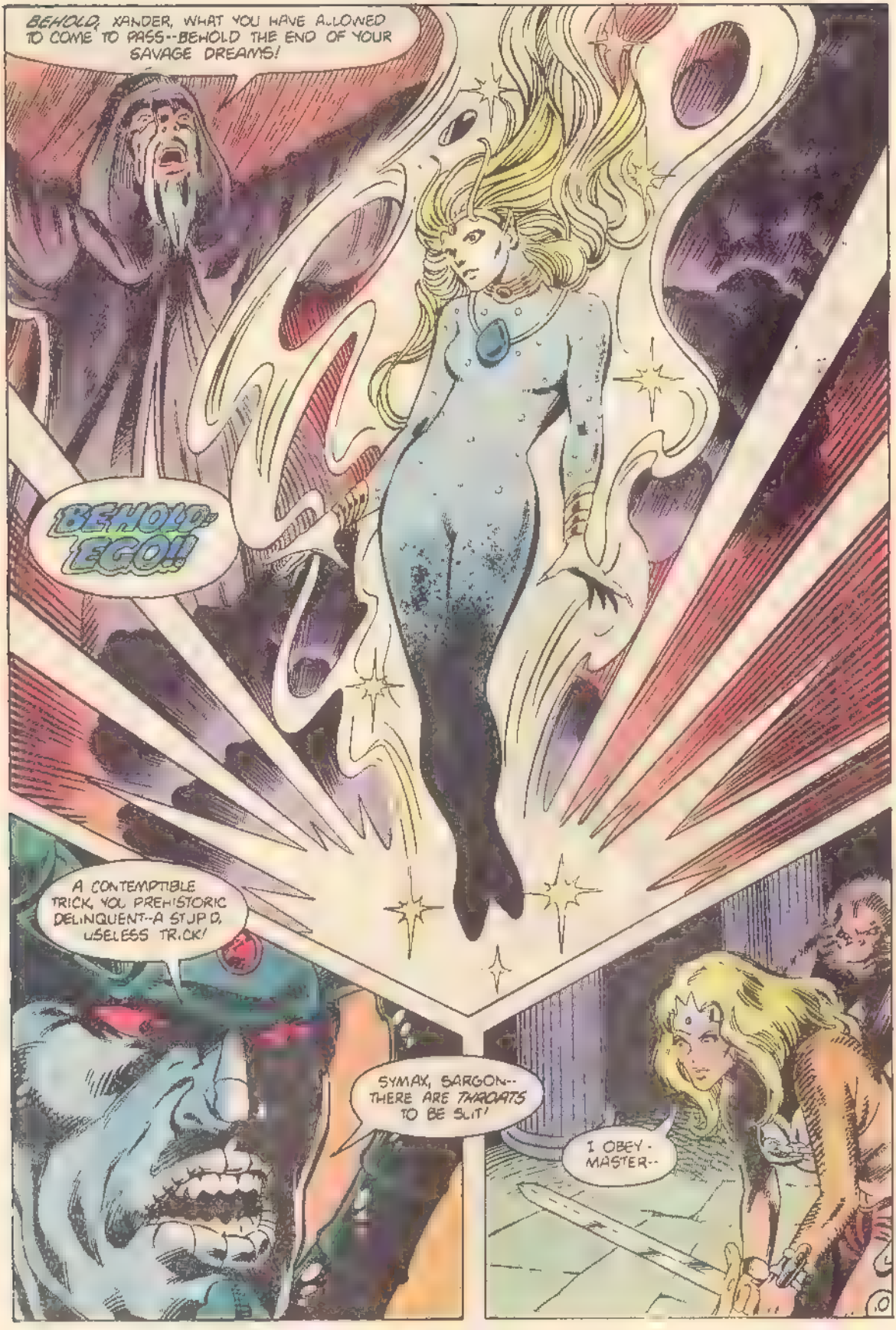
OUT OF HER, XANDER! GET OUT OR I'LL FORCE YOU OUT!
CUMULUS--
--THERE'S ONLY ONE WAY TO DEAL WITH A CRAZY WOMAN!
YOU'VE GOT A LOT TO LEARN ABOUT MANAGING SUBORDINATES, MY BROTHER.
YOU SWINE, CHAOS!
YOU KNOW NOTHING OF ME, IF YOU THINK THAT I--
PERFECT --JUST PERFECT!
FIGHTING AMONG YOURSELVES-- A HEARTWARMING TABLEAU!

HOWEVER, IF THERE'S TO BE BLOODSHED--AND THERE WILL BE--
IT WILL BE BY THE WILL OF XANDER THE UNCONQUERABLE, LORD OF FEN-RA, MASTER OF THE CRYSTAL!
YOU'LL ONLY GET THE CRYSTAL OVER MY DEAD BODY, YOU FIEND!
I AM SORRY. FIRST THINGS FIRST.

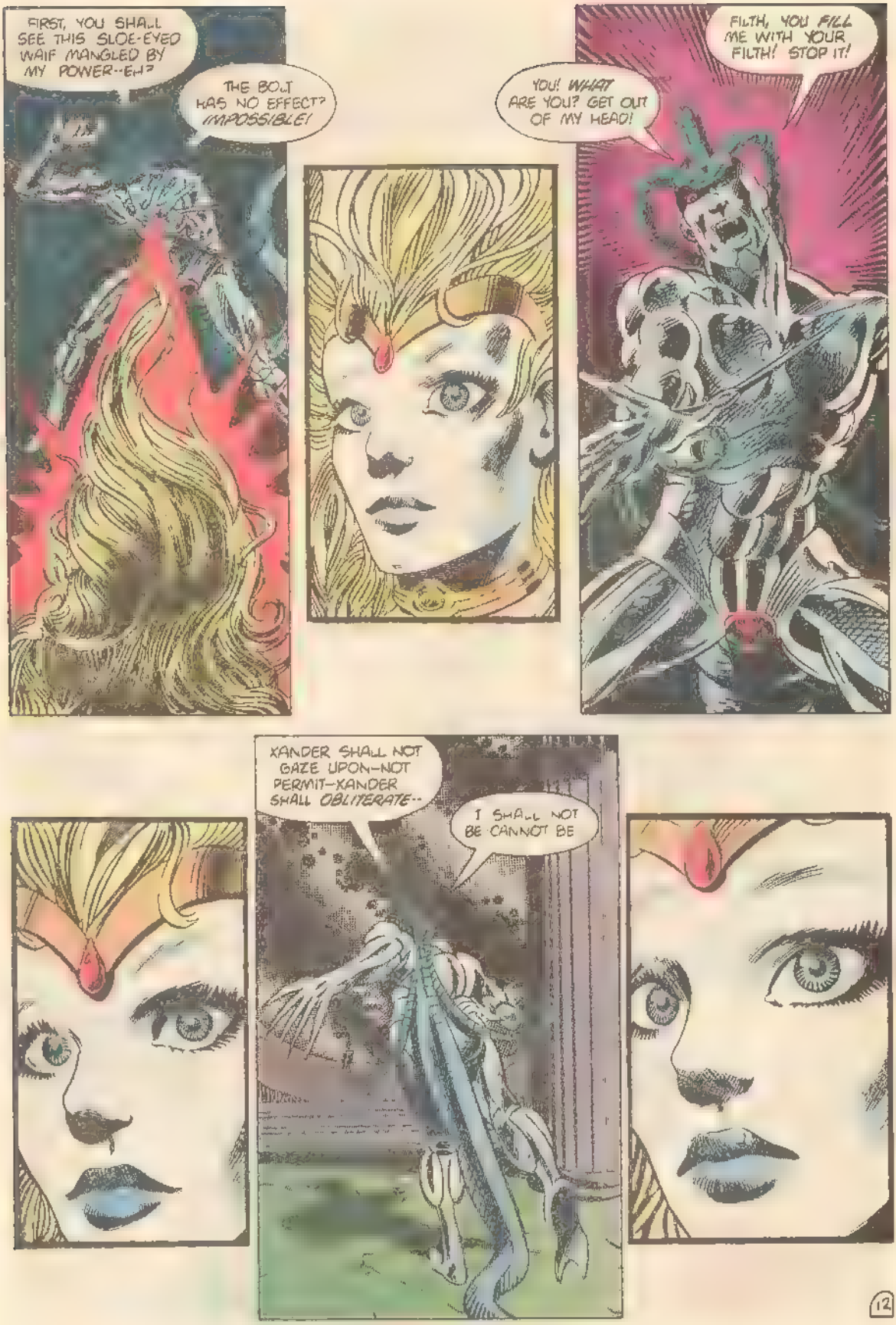
SARGON, ARISE! YOU AND SYMAX BIND THOSE FOOLS WITH THESE CORDS--
--CORDS PLUCKED FROM THE INTESTINES OF FATE ITSELF!
YES--MY LORD--
AND NOW, LUGULBANDA--?
YES, MY LORD--
HERE IS THE AMULET OF THREEFOLD WISDOM-- NOW MAKE MANIFEST THE COSMIC CRYSTAL!
NO!! YOU CAN'T DO THIS TO HIM! IT--IT'S SACRILEGE!
THE MASTER CAN DO ANYTHING-- ESPECIALLY SACRILEGE!
NOW SHUT UP BEFORE I LASER YOUR MOUTH CLOSED!
I'VE GOTTEN VERY GOOD AT THINGS LIKE THAT!
7

NITAWAAMBIA WAVITAFUTE NA KUKULETEA...
AH! THE CHANT BEGINS-
WABAYA WAANGUKE KATIKA NYAVU ZAO WENYEWE, PINDI MIMI NINAPOPITA SALAMA!
-AND THE CRYSTAL APPEARS FROM ITS SUBDIMENSIONAL CACHE! GOOD!
AND NOW IT IS MINE-- THE KEY TO ALL THE DIMENSIONS!
BUT I RECALL CUMULUS SAID SOMETHING ABOUT DEAD BODIES.
SYMAX, REMOVE YOUR LASER FINGER AND GIVE IT TO LUGULBANDA.
WITH PLEASURE, MASTER!
OLD ONE, TAKE THE WEAPON AND INCINERATE THOSE PULING BRATS WHO POSE AS GODS!
AH, BUT YOU PREFER THE AXE! EVEN BETTER!
8

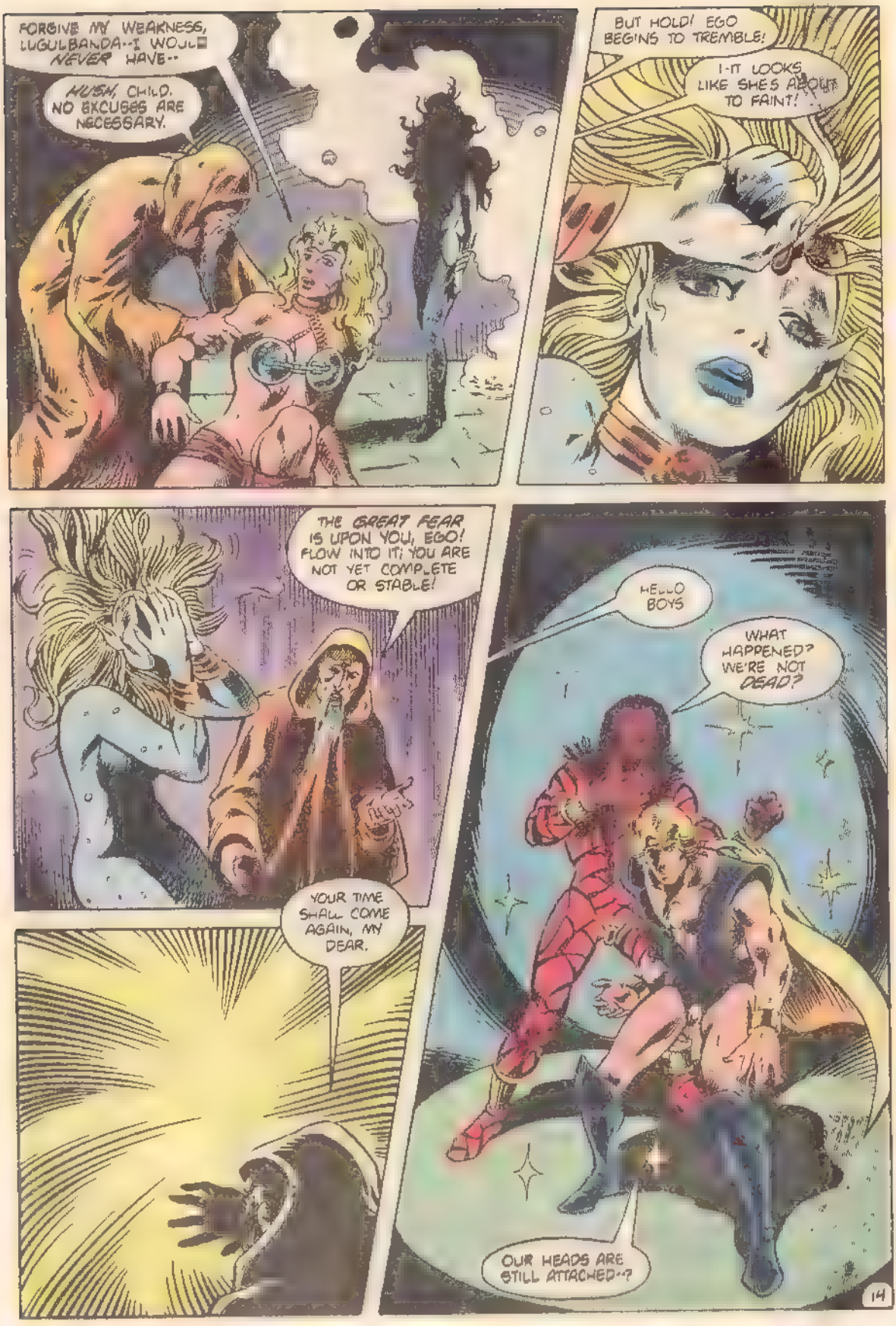

LUGULBANDA, SNAP OUT OF IT! OH GOD, PLEASE LET THIS BE A DREAM!
YOU TAKE ALL THE JOY OUT OF SNIVELING, BROTHER.
DECAPITATION IS A NICE, TRADITIONAL TOUCH. WHO KNOWS? DO THIS WELL AND I MIGHT LET YOU LIVE, AS MY...FOOL.
NO! CHAOS, WHAT'S HE--?
CHAOS, I-
CUMULUS-- SHUT UP!
THE OLD ZOMBIE IS GOING TO OFF OUR HEADS WITH ONE WHACK
9


BEHOLD, XANDER, WHAT YOU HAVE ALLOWED TO COME TO PASS--BEHOLD THE END OF YOUR SAVAGE DREAMS!
BEHOLD--EGO!!
A CONTEMPTIBLE TRICK, YOU PREHISTORIC DELINQUENT--A STUPID, USELESS TRICK!
SYMAX, SARGON--THERE ARE THROATS TO BE SLIT!
I OBEY--MASTER--

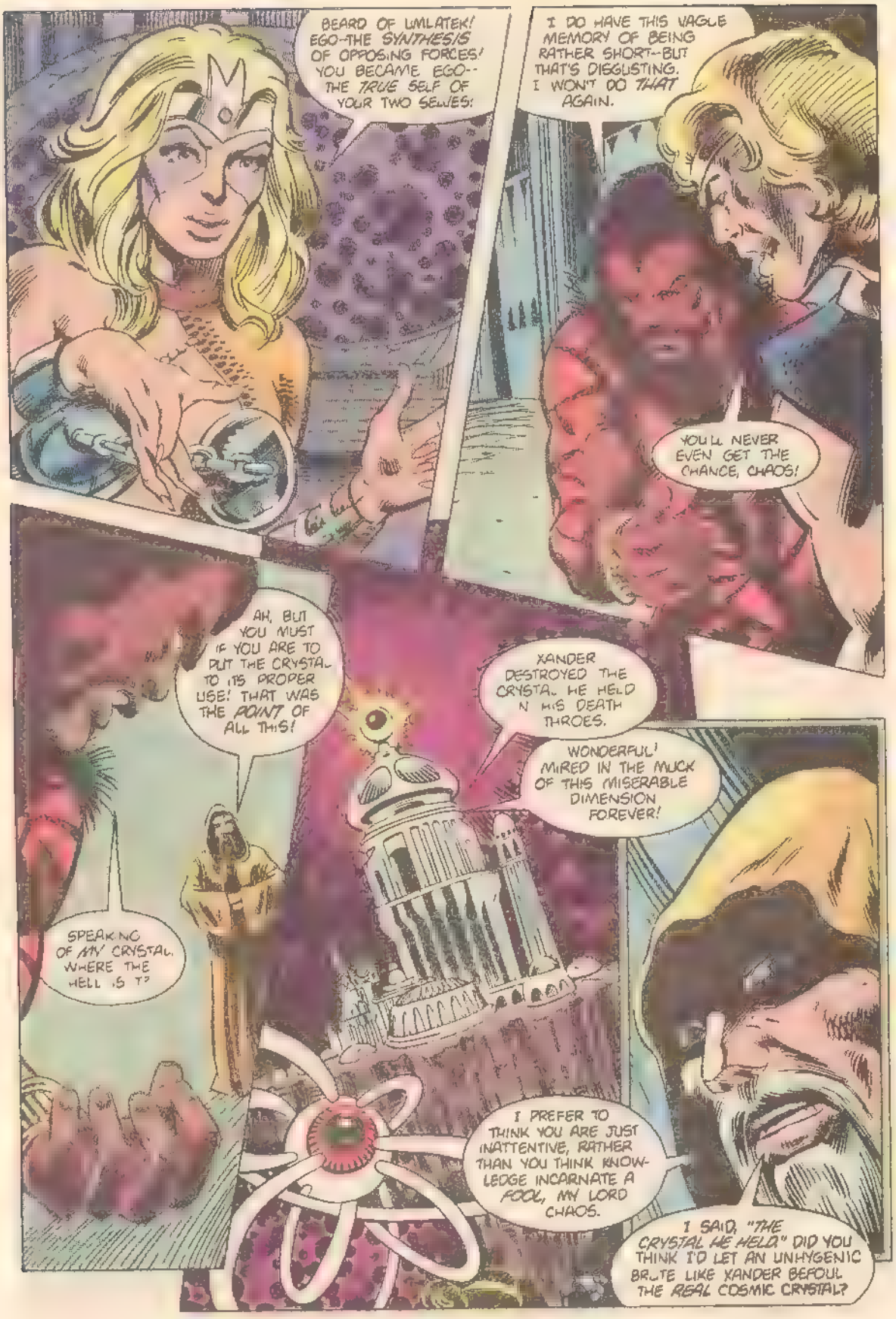
I WILL-- BUT-- IN MY HEAD--
--THE THOUSAND VOICES-- I CANNOT SCREAM--
MY VOWS-- I CANNOT-- MY VOWS--!
LEARN FROM THIS, XANDER: THOSE WHO WILL NOT ESSAY THE WAYS OF PEACE ARE SOON TAUGHT THE WAYS OF THE GRAVE!
THE WAYS OF THE GRAVE? I TURNED THE ENTIRE SIXTH PLANE INTO ITS OWN COFFIN!
RATHER, IT IS YOU WHO SHALL LEARN A LESSON--ONE OF PAIN!


FIRST, YOU SHALL SEE THIS SLOE-EYED WAIF MANGLED BY MY POWER--EH?
THE BOLT HAS NO EFFECT? IMPOSSIBLE!
YOU! WHAT ARE YOU? GET OUT OF MY HEAD!
FILTH, YOU FILL ME WITH YOUR FILTH! STOP IT!
XANDER SHALL NOT GAZE UPON--NOT PERMIT--XANDER SHALL OBLITERATE--
I SHALL NOT BE CANNOT BE

YOU! YOU MAY HAVE XANDER--
...BUT XANDER WILL HAVE THE CRYSTAL!
THE CRYSTAL--FOREVER!
I AM THE CRYSTAL! FOREVER--I AM--NO, YOU CANNOT--!
I CANNOT GIVE IN TO-- YOU CAN'T MAKE ME-- I WON'T GO BACK-- DON'T MAKE ME REMEMBER--
PLEASE, MAAAAAAAA...
--FOR YOU SEE, HATE AND FEAR ULTIMATELY TURN BACK ON THEMSELVES, AND--MM?
OH SILLY OF ME...HE'S GONE, OF COURSE.

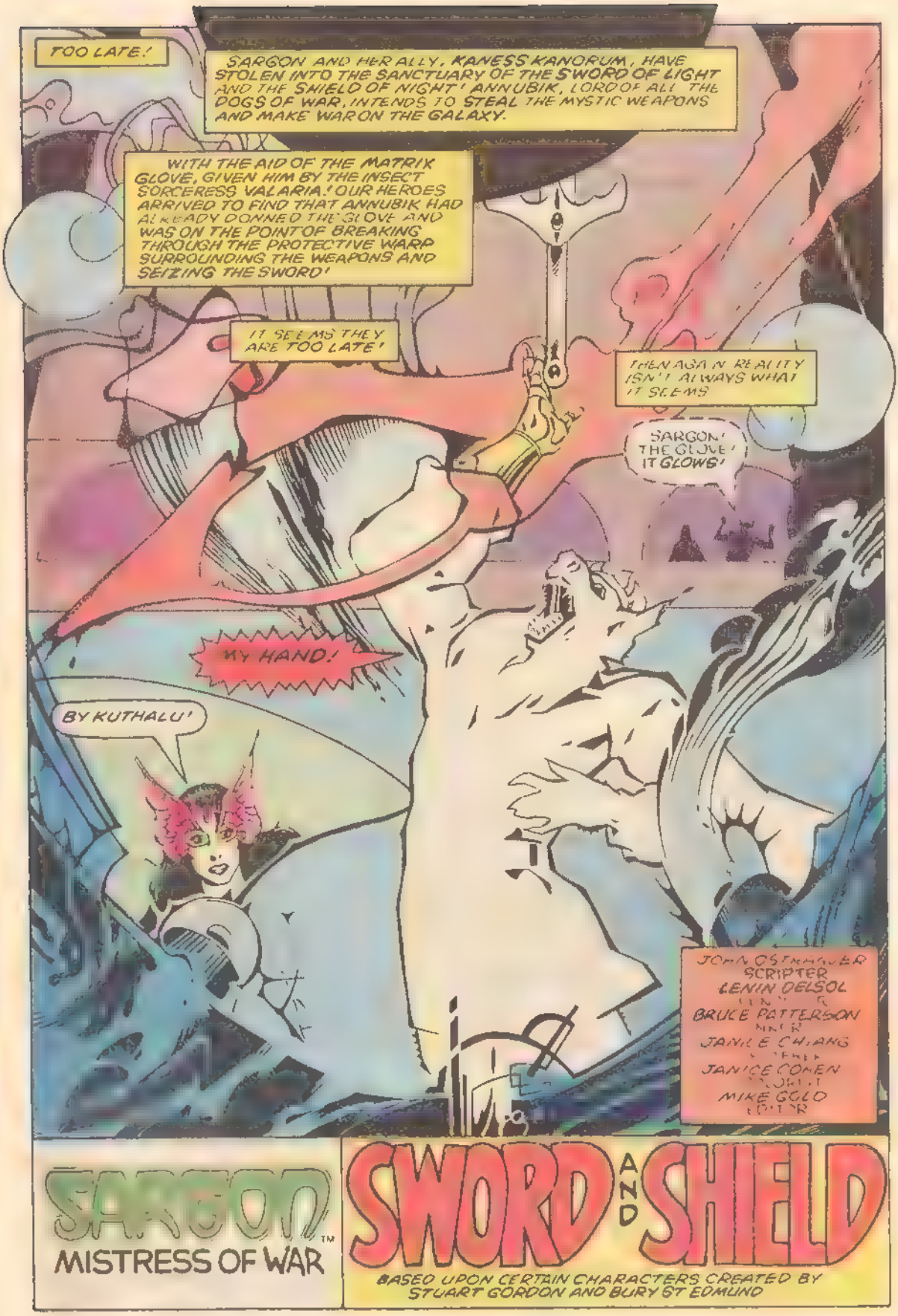

FORGIVE MY WEAKNESS, LUGULBANDA--I WOJL NEVER HAVE--
HUSH, CHILD. NO EXCUSES ARE NECESSARY.
BUT HOLD! EGO BEGINS TO TREMBLE!
I-IT LOOKS LIKE SHE'S ABOUT TO FAINT!
THE GREAT FEAR IS UPON YOU, EGO! FLOW INTO IT; YOU ARE NOT YET COMPLETE OR STABLE!
YOUR TIME SHALL COME AGAIN, MY DEAR.
HELLO BOYS
WHAT HAPPENED? WE'RE NOT DEAD?
OUR HEADS ARE STILL ATTACHED--?

SARGON, DID YOU FREE US?
N-NO, MY LORD--!
SARGON?
AND WHERE'S XANDER?
NOT TO MENTION THAT TURNCOAT HAIRBALL, SYMAX?
YOU DIDN'T. THE ACCEPTANCE OF DEATH PUT THE TWO OF YOU IN COSMIC HARMONY FOR THE FIRST TIME. THAT ENABLED YOU TO FORM THE HOLY PERSON OF EGO.
SYMAX, AS YOU MIGHT SURMISE, FLED AT THE FIRST SIGN OF TROUBLE. MY FACELESS ONES SHALL DEAL WITH HIM.
AS FOR XANDER, HE IS NO MORE! YOU DESTROYED HIM
WELL, WELL WELL AND JUST FOR THE RECORD, WHAT ASTOUNDING FEAT OF MENTAL AGILITY DID I USE TO DEFEAT HIM?


BEARD OF UMLATEK! EGO-THE SYNTHESIS OF OPPOSING FORCES! YOU BECAME EGO--THE TRUE SELF OF YOUR TWO SELVES!
I DO HAVE THIS VAGUE MEMORY OF BEING RATHER SHORT--BUT THAT'S DISGUSTING. I WON'T DO THAT AGAIN.
YOU'LL NEVER EVEN GET THE CHANCE, CHAOS!
AH, BUT YOU MUST IF YOU ARE TO PUT THE CRYSTAL TO ITS PROPER USE! THAT WAS THE POINT OF ALL THIS!
XANDER DESTROYED THE CRYSTAL HE HELD IN HIS DEATH THROES.
WONDERFUL! MIRED IN THE MUCK OF THIS MISERABLE DIMENSION FOREVER!
SPEAKING OF MY CRYSTAL, WHERE THE HELL IS IT?
I PREFER TO THINK YOU ARE JUST INATTENTIVE, RATHER THAN YOU THINK KNOWLEDGE INCARNATE A FOOL, MY LORD CHAOS.
I SAID, "THE CRYSTAL HE HELD." DID YOU THINK I'D LET AN UNHYGENIC BRUTE LIKE XANDER BEFOUL THE REAL COSMIC CRYSTAL?

BUT -- YOU WERE A ZOMBIE, UNDER XANDER'S CONTROL!
ZOMBIE, SHOMBIE! REALLY, I TOLD YOU THAT I AM INVOLABLE.
XANDER, AS THE PERFECT PREDATOR, COULD ADAPT AND EMBODY ANY FORM OF VIOLENCE PUT AGAINST HIM! THE ONE THING HE COULD NOT FACE IS LOVE, FOR IT IS NOT AN ATTACK! AND EGO IS THE EMBODIMENT OF LOVE!
AND NOW-- I SUMMON THE GENUINE CRYSTAL!
SIGN HERE, MY LORD!
BEHOLD-- GALAXIBUS CRYSTALLIUM!
GREAT! NOW--UM-- HOW DOES IT WORK?
7

PERHAPS THE AMULET MIGHT BE OF SOME USE?
"HOW DOES IT WORK?" YOU MEAN YOU DON'T KNOW?
OF COURSE I KNOW! IT'S NAMED THE AMULET OF THREE-FOLD WISDOM. ITS FIRST FUNCTION WAS TO SUMMON THE CRYSTAL--ITS SECOND WILL BE TO REVEAL ITS WORKINGS!
LIKE SO! WAIT--A MESSAGE IS APPEARING!
MY DAUGHTER, THE DESPERATE HOUR HAS COME BEFORE ITS APPOINTED TIME, AND SO THE CONTINUED EXISTENCE OF THE UNIVERSE DEPENDS ON YOUR ACTION! AT THE LAST TURN OF THE CYCLE, INFINITY DID BIND MY ALL-SEEING EYES. WHILE I WAS THUS LESSENED, HE DID STEAL FROM ME MY DOOMSDAY SWORD AND MY RING. RETRIEVE THE SWORD! VOUCHSAFE THE RING! ELSE ALL REALITY DIES! ONLY YOU...
WHAT'S THAT?
BLRAMM
IT IS THE CHALLENGE OF INFINITY! ALL UP TO NOW HAS BEEN ONLY PROLOGUE! NOW WE FACE THE TRUE DANGER!
NEXT ISSUE: TO SAVE REALITY? (DON'T BE TOO SURE!)


TOO LATE!
SARGON AND HER ALLY, KANESS KANORUM, HAVE STOLEN INTO THE SANCTUARY OF THE SWORD OF LIGHT AND THE SHIELD OF NIGHT! ANNUBIK, LORD OF ALL THE DOGS OF WAR, INTENDS TO STEAL THE MYSTIC WEAPONS AND MAKE WAR ON THE GALAXY.
WITH THE AID OF THE MATRIX GLOVE, GIVEN HIM BY THE INSECT SORCERESS VALARIA! OUR HEROES ARRIVED TO FIND THAT ANNUBIK HAD ALREADY DONNED THE GLOVE AND WAS ON THE POINT OF BREAKING THROUGH THE PROTECTIVE WARP SURROUNDING THE WEAPONS AND SEIZING THE SWORD!
IT SEEMS THEY ARE TOO LATE!
THEN AGAIN REALITY ISN'T ALWAYS WHAT IT SEEMS
SARGON! THE GLOVE! IT GLOWS!
MY HAND!
BY KUTHALU!
JOHN OSTRANDER SCRIPTER
LENIN DELSOL LETTERER
BRUCE PATTERSON INKER
JANICE CHIANG COLORIST
JANICE COHEN COLORIST
MIKE GOLD EDITOR
SARGON™ MISTRESS OF WAR
SWORD AND SHIELD
BASED UPON CERTAIN CHARACTERS CREATED BY STUART GORDON AND BURY ST EDMUND

MY HAND BURNS!! YEEE EEARRRGH!
THE FRICTION OF THE INTERSTICING ENERGY PLANES BURNED OUT THE MATRIX GLOVE! WHEN LUGUL BANDA BUILDS A WARP, IT STAYS BUILT!
SO WOMAN! AGAIN YOU FAIL ME! WHERE'S THE INVINCIBLE WEAPON YOU PROMISED ME?
THE DOGS OF WAR!
BUT, MY LORD, YOU HAVE SUCH A WEAPON! YOUR PEOPLE, THE DANAE...
NO!
I TOLD YOU I WOULD NOT BREAK OUR AGE-OLD TIES WITH FEN-RA WITH OUT A WEAPON TO MAKE US SUPREME! I WOULD MY PEOPLE TO SLAUGHTER, NOT INTO ONE!
VERY WELL, MY LORD. NEVER LET IT BE SAID THAT VALARIA DENIED YOU ANYTHING!
I CALL UPON THE DEATHSWARM! GO MY CHITINOUS CHILDREN TO THE LIVING LAND OF IFE WHERE DWELL THE BLACK GODS...
AND BRING ME THAT WHICH I CRAVE!

FRIEND SARGON, WHY DO YOU LOOK SO PALE?
THE DEATHSWARM IS VALARIA'S HORDE OF INSECT ASSASSINS...
..AND I HATE BUGS!
BEHOLD, MY LORD!
BEHOLD THE EBON AXE OF SHANGO!
AS THE DEATHSWARM SCATTER BACK TO THE INTERDIMENSIONAL HIVE.
NOW YOU ARE LORD OF THE WINDS, THE VERY MASTER OF LIGHTNING! DO BUT SWING THE AXE AND YOUR ENEMIES ARE HURLED FROM YOU BY THE ENERGY OF ITS PASSING. DOES THIS PLEASE YOU?
AYYYYE...AND MY FIRST DEED WITH IT SHALL BE TO CLEAVE THE THRICE ACCURSED WARP...
AND SMASH THE SWORD AND SHIELD!

KANESS! HOLD!
NO!
BUT KANESS IS THE CHAMPION OF THE DANAE AND WILL NOT BE DENIED!
TRAITOR! FALSE KING! FACE ME!
HAS YOUR LUST FOR POWER—FOR THIS WITCH—SO DEBASED YOU THAT YOU HAVE LEFT NO SHRED OF HONOR?
IN REPLY, ANNUBIK MERELY PULLS A ROPE...
...AND DANEAN TROOPS FLOOD THE ROOM!
GUARDS KANESS OPPOSES MY WILL.
KILL HIM
THE DANAE RUSH TO OBEY WITHOUT QUESTION.
A BARE HOUR AGO, KANESS WOULD HAVE DONE THE SAME.
EVEN NOW, THE CHAMPION OF THE DANAE IS LOATHE TO STRIKE HIS PEOPLE.
HIS PEOPLE, UNFORTUNATELY, ARE NOT LOATHE TO STRIKE HIM!
CRACK!
FORGIVE ME, BROTHERS.
THEY NEITHER HEAR, NOR FORGIVE, WHILE HIGH OVERHEAD

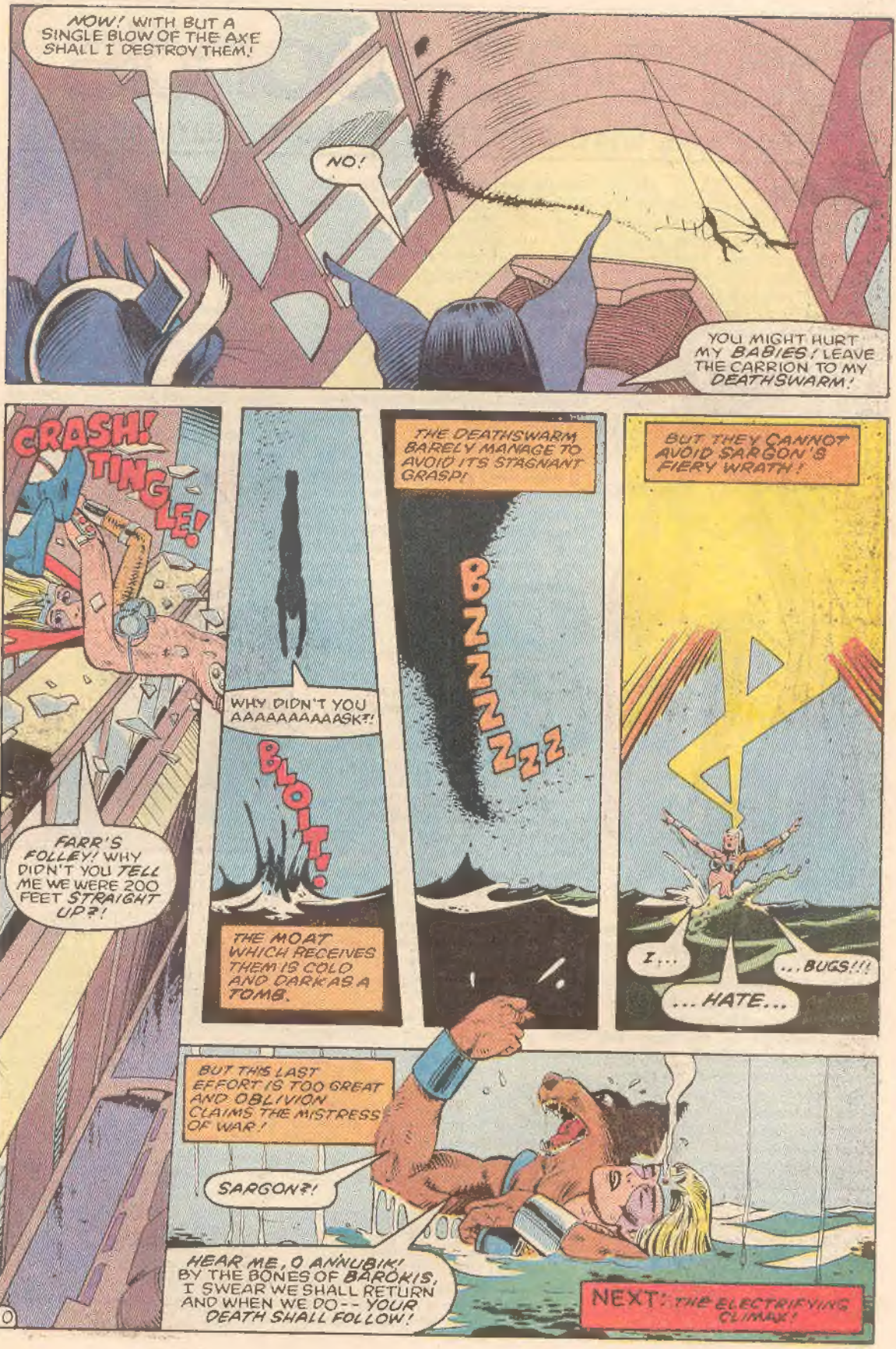
SARGON SIGHS
WHEN WILL THEY SEND ME A HERO WHOSE MIND IS AS STRONG AS HIS BACK?
DAMMIT, I CAN'T JUST LET HIM DIE!
LIKE A BRIGHT ANGEL OF DEATH SHE DESCENDS.
LIKE AN ANGRY GODDESS SHE STRIKES!
A MENTAL BOLT SENDS THE GUARDS SPRAWLING!
SENDS THEM REELING!
DOWN! DOWN, I SAY OR DIE!
SOON ONLY SHE AND KANESS ARE LEFT STANDING!
ANNUBIK!
IN THE NAME OF FEN-RA I DEPOSE, YOU, ANNUBIK!
NOW, FALSE KING..
YES, INTERLOPERS, NOW YOU SHALL FACE THE FURY OF ANNUBIK!
..AND TASTE HIS POWER!
AND THE EBON AXE THROBS IN THE KING'S HAND AS THE NIGHT BEGINS TO SHRIEK!

YOU ARE AS WORMS TO ME! MY MEREST GESTURE SENDS YOU SPRAWLING!
DAGON'S BREATH!
MY MEREST WHIM SHALL MAKE YOU DIE!
ROLL OVER KANESS! ROLL OVER!
KRAK
LET THE WINDS OF MY DISPLEASURE CARRY YOU ALOFT TO YOUR INESCAPABLE DOOM!
SARGON! THE WALL!
HE MEANS TO MAKE US JUST ANOTHER BRICK!
THE MISTRESS OF WAR DOES NOT REPLY.
6

SHE ACTS!
SHAWAKATHOOOM!
AND THE ANGRY WINDS THRUST THEM BOTH BEYOND THE GRASP OF ANNUBIK!
GUARDS! GET UP THERE AND BRING ME BACK THEIR GENITALS!
AND NOW TO DESTROY THE DAMNED SWORD AND SHIELD!
AHHHH... MIGHT I SUGGEST, MY LOVE, THAT YOU RECONSIDER? SUCH A CLASH OF SYNTHIELDRITCH ENERGIES MIGHT ATTRACT THE ATTENTION OF SHANGO, WHO CAN BE VERY NASTY WHEN ANGERED.
I WILL... RECONSIDER.
MY LORD IS MOST WISE AS FOR THE WAR-WHORE AND HER CURISH COMPANION PRAY LEAVE THEM TO VALARIA

MEANWHILE HIGH ABOVE
UNGH! THAT LAST BLAST NEARLY TORE MY HEAD OFF!
HUH! LOOKS LIKE A SPARE ARMOURY!
UP, KANESS, UP, BOY! WE HAVE TO GET OUT OF HERE!
BUT.. WHAT OF.. ANNUBIK?
HONOR D CTATES...
WISDOM DICTATES WE GET OUT OF HERE WHILE THE GETTING'S...
..NOT SO GOOD..
WUF!
QU CK! BACK OUT THROUGH THE SANCTUARY!
NO GOOD! ANNUB K $ ST LL OUT THERE WITH THE AXE!
SLAM!
I CAN'T HOLD THEM BACK MUCH LONGER! HOW ABOUT ANOTHER MENTAL BOLT?
NOT RIGHT NOW I'VE GOT A HEADACHE
FUROK!
SARGON!
8

SARGON BENDS GRIMLY TO HER TASK, KNOWING THAT IF SHE FAILS MILLIONS WILL DIE WITH HER!
FLY, MY DEATHSWARM! FEED ON THOSE WHO ARE MY ENEMIES! FLY UP-- AND KILL!
AT THE SAME MOMENT, SARGON HURLS THE SPEAR WITH ALL HER STRENGTH AND SKILL!
THUNK
SHE IS SARGON.
HER AIM IS TRUE.
SHRAK
SARGON! THE DOOR!
HERE! TAKE THIS AND JUMP FOR YOUR LIFE!
BY ANNUBIK'S BEARD!
THEY ESCAPE UP!
9

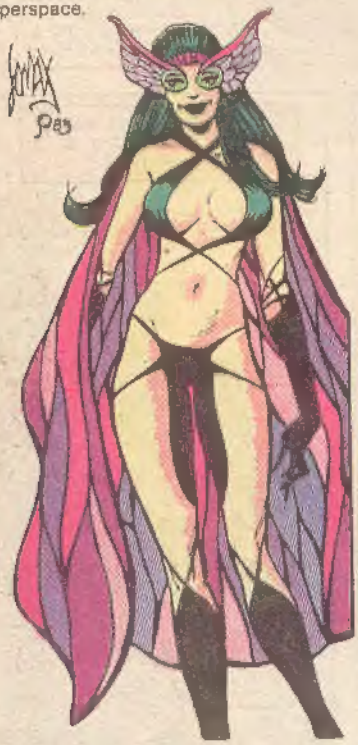

NOW! WITH BUT A SINGLE BLOW OF THE AXE SHALL I DESTROY THEM!
NO!
YOU MIGHT HURT MY BABIES! LEAVE THE CARRION TO MY DEATHSWARM!
CRASH! TINGLE!
FARR'S FOLLEY! WHY DIDN'T YOU TELL ME WE WERE 200 FEET STRAIGHT UP?!
WHY DIDN'T YOU AAAAAAAAASK?!
BWOIT!
THE MOAT WHICH RECEIVES THEM IS COLD AND DARK AS A TOMB.
THE DEATHSWARM BARELY MANAGE TO AVOID ITS STAGNANT GRASP!
BZZZZZZ
BUT THEY CANNOT AVOID SARGON'S FIERY WRATH!
I...
...HATE...
...BUGS!!!
BUT THIS LAST EFFORT IS TOO GREAT AND OBLIVION CLAIMS THE MISTRESS OF WAR!
SARGON?!
HEAR ME, O ANNUBIN! BY THE BONES OF BAROKIS, I SWEAR WE SHALL RETURN AND WHEN WE DO -- YOUR DEATH SHALL FOLLOW!
NEXT: THE ELECTRIFYING CLIMAX!

warped words

%FIRST COMICS, 1014 DAVIS STREET, EVANSTON, ILLINOIS 60201

Dear Warpists,

Uuuuuuuuhhhhmmmm. I wanted to come up with some kind of awesome opening for this letter, as the letter is about an awesome comics achievement. I had been praying for Warp, the play, to come to California ever since I read an article on it in some magazine or another. I think it is the greatest concept since hyperspace.



I found Warp, the comic, at my local comics shop. Because I was several months late in discovering you, I bought the three first issues. My, you people do good work. Frank Brunner's art makes me want to jump up and do psychic battle.

The characters in this story are marvelous. Lord Cumulus is properly confused and awed at his new powers. Sargon is confident and chauvinistic. Her superior attitude about men is interesting. How about more on their romance? Prince Chaos is delightfully crazed and maniacal. His radical mind will prove very interesting, I think. Valaria is as seductive as she is murderous. I'd like to see her pinned to a wall. Above all, I think Lugulbanda is my favorite character. The absent-minded wizard fractures me.

I have become a steady First-fan now and I love Mike Grell's Jon Sable, Freelance. I've always loved E-Man. I look forward to Starslayer — keep it up!

By the way, how does one break into comics?

Steven Courtney
952 Raymond Rd.
Hanford, CA 93230

Very late at night, with a crowbar and a flashlight.

Actually, I never saw Lugulbanda as an absent-minded wizard. Fred MacMurray set the standard for absent-mindedness back when he invented Flubber, and Lugulbanda ain't nothing like Fred MacMurray. Lugulbanda knows so much he's forgotten most of it.

Dear "Warped" Minds,

Last year as I was looking through my December order list of comics from my subscription service, I came across Warp #1 under First Comics. Hm, what have we here . . . "Warp"? Different. Well, at least order the first issue.

Warp is definitely different, but in some areas it is almost painfully redundant. We have, on one hand, Chaos: black and tackily dressed. But not only is Chaos' coloring black, he's unmistakably of the black race. Was that really necessary? Then, on the other hand, we have Lord Cumulus, The Hero (i.e., "the good guy"). Cumulus is firm of jaw and handsome of visage; blond-haired and blue-eyed.

In spite of myself, I found I was truly enjoying Warp #1 and have since bought issues 2 and 3. Why? Three reasons: 1) I think the stories are well written, 2) I love Frank Brunner's artwork, and 3) Sargon, Mistress of War. I think I may very well be in love. I can hardly wait for the Sargon back-ups promised for issues 5, 6 and 7.

"Red Hand"

Mr. Hand, you raise a very important issue, one not raised by any other letter writer but one I've heard from time to time at conventions and comics shops: Why is Prince Chaos black?

There's one reason, and one reason only: we portray Chaos — Prince of Madness as a black man because a black man originated the part on stage. The incredibly talented Tommy Towles played Chaos in all three Chicago productions, as well as in the Broadway production. As far as I'm concerned, Tommy is Chaos (although he's so gifted a performer I never thought of Chaos when I saw him in other roles).

The first three actors to play Lord Cumulus were white; hence we're playing Cumulus white. The fourth actor to play the part was black; and to acknowledge the feeling he brought to the role, we decided to make the "earlier" Lord Cumulus in the first **Warp Special** *black.*

Anything else represents somebody else's racial hang-ups, not ours. And that's that, folks.

Dear Editors,

I wouldn't call this the biggest of deals, but it has always irritated me a little. Several times in "A Masque in the Hand," Paragwen addressed King Kashi as "oh, King." As I understand the usage, it should be "O King" — gramatically a different construction altogether, though spoken the same way. That is, it's the writers' error, not Paragwen's usage — and grammar is a writer's stock in trade,

part of it anyway. A one letter word — shouldn't a professional know how to spell it?

Michael N. Tierstein
1577 East 37th Street
Brooklyn, NY 11234

We stand corrected . . . which is more than we can say for the writer, who we took out and shot.

Dear Mike,

Warp gets better with every issue! The sheer drama of this book is really amazing — I thought that type of tension was only produced by movies.

Once again, the dialogue was the real star of the show. It's advanced enough to make it fun and basic enough to make it believable.

The thing I like about the character Cumulus is that deep in his heart he's a real fighter. Chaos is right up there with all of the other original bad boys. Greed, lust, and power with no regrets. Now that's the makings for a real creep — the way I like my villains.

One suggestion for improvement: please, no word balloons on the cover. Somehow, it seems to cheapen the overall effect.

Stephen Scott Beau Smith
110 Lewis Avenue, Apt. #7
Barbourseville, WV 25504

O.K. I did some research: as of this moment, we've produced 28 covers here at First Comics, and only four of 'em have word balloons. Of those four, three are on **E-Man.** *How's that for service?*

Dear Mike, Peter and Frank,

I just read Warp #3 and was very pleased to find Warp begin to distinguish itself as a great new comics creation and not just a first issue curiosity collectible.

The apparent death of David Carson really begins the tale of Lord Cumulus that the first issues have been setting us up for. Chaos hasn't been developed enough to show him as the cosmic threat everyone claims he is, but his highly manipulative grip over Cumulus' confused psyche (he even shows Cumulus his helplessness at preventing his own "death") shows he's a lot more interesting than the mad genius type that sends his endless legions to destroy the hero.

Frank Brunner's frantic layouts give the book a feeling of urgency and immediacy that paces Cumulus' travels through his strange new world.

Although Chaos is almost the main reason for Cumulus' re-existence, could you possibly spare a little more space for Valaria? This is one furious lady that deserves a series of her own.

G. Barry Banks
2125 Penelope Street NW
Atlanta, Georgia 30314

We're thinking about doing just that, G. Barry. Check this space out next month for word on Valaria.

WE URGE YOU to pick up the latest issue of **Comics Scene** magazine, #10, so you can read all about the first First Comics contest, run in conjunction with (you guessed it) Comics Scene magazine. It involves **Warp,** and you can win any of a whole slew of prizes: subscriptions, a Coleco Vision video game set.

And a tip of the hat to Comics Scene editor Bob Greenberger for coming up with the idea, and to Peter Gillis for working out the answer to the contest. And *that,* my friends, is a clue.

AT THE RISK of creating a hell of a lot more work for myself, let me remind you we eagerly await your letters. We're getting a whole lot of 'em, but if we haven't received one from *you,* we don't know how you feel about our efforts. Our address is at the top of this column.

NEXT MONTH: Chaos and Cumulus start the final leg of their quest — but first, they must take on the menace of Dagon and vanquish The Gunfighter From Hell. **Frank Brunner, Peter Gillis,** and **Mike Gustovich** turn in another stellar performance.

And **Jo!n Ostrander, Lenin Delsol** and **Bruce Patterson** bring the three part "Dogs of War" saga to a close with "Axe and Slaughter," starting Sargon — Mistress of War.

All of this happens in **Warp #7,** on sale in mid-June.

— Mike Gold

FIRST COMICS™ AT YOUR DOORSTEP!

• NEVER MISS A SINGLE ISSUE!
• DELIVERED IN A PROTECTIVE ENVELOPE!
• SUBSCRIBE NOW! GET 1 FREE ISSUE!

YES! I WANT A 1 YEAR (12 ISSUE) SUBSCRIPTION TO:

- ☐ AMERICAN FLAGG
- ☐ E-MAN
- ☐ MARS
- ☐ JON SABLE, FREELANCE
- ☐ STARSLAYER
- ☐ WARP

NAME _____
ADDRESS _____
CITY _____
STATE _____

ENCLOSED IS $11.00 PER SUBSCRIPTION.
($13.75 – CANADA/$27.00 – U.K.
ALL PAYMENTS IN U.S. FUNDS!)
MAKE CHECKS PAYABLE TO:

FIRST COMICS PUBLISHING
1014 DAVIS STREET
EVANSTON, IL. 60201

Count On It!

TM & © FIRST COMICS, INC. 1983